

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. Conclusion

The aim of the research was to find out the effectiveness and the significance of using board game towards the vocabulary mastery of eleventh graders at SMK Muhammadiyah 1 Metro. To get the data in this research, the researcher conducted the pre-test in the beginning, four classes of treatments, and post-test in the last meeting. The students were divided into 2 groups that were control group and experimental group, and the treatment given only for experimental group.

After obtaining the data, the researcher calculated the data. First, the researcher got the pre-test result of mean score of experiment group which was higher than control group ($62.19 > 51.05$). In post-test. The mean score of experiment group was found to be also higher than control group ($82.85 > 70.86$). From the data, the researcher concluded that there was an effectiveness in using board game to improve students' vocabulary mastery at SMK Muhammadiyah 1 Metro.

Based on the discussion, the researcher conclude that the Interactive Board Games are good to use in class. However, teachers should not use the games too much. The implemented Interactive Board Games in a small group activity is an ideal choice for learning English, especially to vocabulary achievement. It is because students are more active in learning, and can push their memories to new words. On the other hand, the used Interactive Board Games in vocabulary learning make the students be more motivated by themselves since the students eager to be a winner. They also have an active social relationship with their friends as partners in the games.

B. Suggestions

Based on the result of the study, the researcher would like to give some suggestions as follow :

1. Teacher

In order to use Interactive Board Games during learning English in class, the teacher should have extra energy to guide and give instruction to the students to get a conducive atmosphere. Uncontrol and chaotic class should be avoided. The

teacher also has to prepare many materials if the teacher wants to use the games for two or more in class. Besides that, the teacher should know to design the games to made the students more interested and not felt bored, such as media, groups, facilities, etc.

2. Student

For students, enhancing their vocabulary mastery using games as one of the ways is suggested. They will be more active, fun, and enjoying the process of teaching and learning in the classroom by applying this technique.

3. Other Researcher

It is recommended to do further research on this topic on other English teachers; or students. It is also advised to lengthen the period of the experiment. Moreover, the researchers recommend conducting the research on a bigger sample of participants in order to elicit more information about their performance and attitudes to improve the educational system and methods in Indonesia.